

# FLUE LIGHTNING



GAME MANUAL  
MANUAL DE JEU  
SPELANLEITUNG

JAGUAR CD



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# INTRODUCTION

General Drake was one of the greatest military minds ever to work for the United Nations. But then anyone knew the peacekeeping forces supplied by countries around the world were a well-kept secret, to be used only when global peace was threatened by violence and tyranny. Drake clearly and without doubt gained control of most of these forces, corrupting them to his own will. Over some of the plots of the renowned Vice Lightning Squadron turned to Drake as a exchange for promises of wealth and power. By the time Drake's betrayal was discovered, he was entrenched across the globe.

The U.N. leaders were shocked. Something had to be done, and soon. Before the rest of the world found out the hard way that something had gone wrong. The forces that remained with the U.N. were eager to stop Drake from achieving his horrible goals. But they would need support from the air – from Vice Lightning Squadron.

This is where you come in. In a subtle plot, you will test your skills as a team working together. Then you'll choose your own line of duty. Each line has their challenging missions that you must get through using your weapons and your skill to stop Drake's forces from accomplishing their critical tasks. Or not, and you will be given access to additional secret with unique abilities. There are specific goals you must accomplish to make the mission to succeed. Good luck! A lot of people are counting on you for that success!

# GETTING STARTED

1. Insert your Blue Lightning CD into the (upper) CD player and close the lid.
2. Insert your Memory Stick Cartridge (if you have one) into the cartridge slot of the CD player.
3. Press the POWER button.
4. Press any button to skip the title screens and start the game.



## LANGUAGES

To change the language of the text in Blue Lightning, go to the OPTIONS screen (press **OPTION**) and highlight the line that says:

**LANGUAGE** Press the **Y** button to change to French or German. The language setting will be saved on the Memory Stick Cartridge if you have one. You must change the language before starting a game.

# STARTING A GAME

To start a game, press any button until you get to the SELECT PILOT screen.

**PILOT ROSTER** If you are playing for the first time, you will need to create a new pilot. Just select any of the "New Pilot" slots and press a button. You will be asked to select a photo, enter a name and select a difficulty for your new pilot. **NOTE:** When entering a name, the yellow bar at the top will disappear if you make a mistake and the yellow check mark will confirm the name you have entered. Your pilot, and any progress he makes, will be saved on the Memory Track Cartridge if you have one.

**EDIT** If you want to start a new pilot but there are no slots available on the roster, you can erase one of the existing pilots by selecting **EDIT**. This permanently deletes the pilot, so be sure you don't want that pilot anymore.

**PILOT DATA** If you want to examine a pilot's record before playing, you can select **DATA**. This tells you which tests have been completed as well as other information about that pilot.

**TRAINING** If your pilot has not completed the training test, you will have to do so before you can start Getting Doctor's tests. You will go straight into the briefing screen for the training simulation, and must complete the four training missions.

**WELCOMING SCREEN** After passing a security check you are granted access to the **MISSION SELECT** which



will give you briefing information explaining the purpose of the test. You will also have a separate briefing for each mission. You will be told what your objective is, what kind of enemies it is (air or ground, attack or escort) and any other intelligence info that may help you on your way.

**PLANE SELECT/WAPON SELECT** Here, you can select the plane you will fly on this mission. You can also equip your plane with Special weapons for ground attack missions if you like (see WAPONS). Once you are happy with your selection, press any button to start the mission.

**CRASHING** If you crash, you will return to the plane select screen and will have to start the mission and the plane you crashed will not be available. If you crash the last plane you have, your game will end.

**MISSION DEBRIEFING** This screen will tell you if you completed the mission, and how well you did. It will also notify you if you have earned a new plane. Then it will lead into the next screen leading

**GAME SCREEN** If you hit too many enemies you will be "kicked" out of the Lightning Squadron and your game will be over. Be sure you do your best to complete the objectives of each mission!

**YOUR EQUIPMENT** When you complete the fourth mission as a test, the test is complete. You will get an overall rating, and you will be awarded stars based on your performance during the test. At this point you will be allowed to select your next test of duty.

**NOTE:** Each time you finish a test, your pilot's progress will be saved in the Memory Track Controller (if you have one) so that you can continue with the same pilot the next time you play.

**WARNING: THE GAME** You must complete training, the seven main tests, and a final test in order to wipe out Cobra and finish the game.

# GAME CONTROLS

A- fire modes

B- fire gun

C- fire special weapons

OPTION- reload with pistol 240 degrees

THE BUND. KILL is the ultimate weapon on screen. Although your pilot cannot fire weapons during a roll, the chances of being hit are greatly reduced.

Jumped Up- press fire- more weapons down

Jumped Down- press C/alt- more weapons up

Jumped Left/Right- use left/right- more weapons left/right





## KEYPAD CONTROLS

- 1 - Accelerator
- 2 - Cruise speed
- 3 - Air brake
- 2, 4, or 7 - switches in or out of cockpit view
- 0 - toggles music off/on
- \* and # - Resets the game

## CONTROL OPTIONS

You can change the control configurations from the Options screen. (Press **OPTION** at any time to access the Options screen. To change the screen during the game, press **HOME** and then **OPTION**.)

**Volume controls:** Adjust volume for when options settings will be saved under your profile as long as you have a Memory Track Cartridge plugged into the CD player. If you do not have a Memory Track Cartridge plugged in, this information cannot be saved and will be lost when you turn off your Jaguar.

# PLANES

As you play the game and earn points, you may earn enough for an extra plane. You will receive your first extra plane at 50,000 points, and additional planes every 100,000 points thereafter. If you have enough points to earn another plane, but you already have all available planes, you will automatically receive a new plane if you break one of your existing planes. Extra planes are awarded at the end of a mission, so you must finish a mission in order to be awarded a new plane. Only the F-111 Starfighter will be available during the training sequence, but you have an almost unlimited number since the training missions use an "flight simulator." Once you have completed the "training" stage, you will be awarded three planes: the F-111 Starfighter, the A-10 Thunderbolt II, and the A-109 Vigilante. These planes are very good, and if you crash one, you will not be able to collect it again. There are several different planes you can potentially fly:

F-111 Starfighter: A good all-purpose plane, common to those Lightning Squadron.

A-10 Thunderbolt II: a powerful Soviet plane.

A-109 Vigilante: an all-purpose Swedish plane.

B-107A Groundsifter II: also known as the "Boring," used for ground attack.

F-105D Mustang: An excellent 2nd generation fighter.

SR-71 Blackbird II: capable of hovering in mid-flight (you activate button).

Lockheed C-130: a British plane that can carry lots of soldiers.

The last plane to show the order that the planes will be awarded if you earn enough points. When you have been awarded all seven planes, you can continue to earn back any planes that have been lost or destroyed. They will be awarded in the same order, skipping any planes you already have.

# WEAPONS

All planes can fire Missiles and Guns. Each plane can carry a limited number of Missiles, but unlimited ammo for Guns.

**GUNS:** Guns can be used to shoot at or ground targets. Some targets are easier than others, requiring a larger "spray" of bullets. Guns are not as deadly or long ranged as missiles, but they never run out. (Note: The A-10's gun is more powerful than the guns on the other planes- it's a quadruple 30 mm Gatling Cannon.)

**MISSILES:** As you fly along, you will see rectangular yellow "missile lock" icons appear over ground and air targets in front of you. When you fire off a missile, the icon will turn red, indicating the missile is on its way. Missiles do more damage and require less aiming than guns, but you can carry only a limited number of them. The amount you can carry differs from plane to plane. Also, the range and velocity of your missiles will differ depending on the plane's **ARMOR** icon.



## SPECIAL WEAPONS

For Ground Attack missions, you will be given access to special weapons. If you decide to equip your plane with a special weapon, you will have to sacrifice a few missiles to make room for the special weapons. Some planes can carry more special weapons than others, but most planes carry three if a special weapon is chosen.

**CLUSTER BOMBS** These bombs spit out hundreds of deadly bomblets, perfect for taking out large clumps of enemies with a single drop. You have to time them just right to get the most out of them. Cluster bombs are green and square, with yellow stripes and short fins.

**WALLER BOMBS** These bombs start a deadly line of flames rolling along the ground, destroying any thing in their path. They are ideal for taking out enemies that have lined themselves up (taking a road, for example). Waller bombs are diamond-shaped and have no fins.

**SMART BOMBS** "Strike Lord Above: Marbles, Barrels." These specialized smart-piloting bombs are ideal for destroying large targets (buildings) with a diamond-shaped bottom. You must take SMARTs on missions with a large target. **REUSE** your own SMARTs for the large target. SMARTs are blue with a sharp point and large fins.

**Note:** The F-16A always comes equipped with 4 special weapons if a ground attack mission is being played. These cannot be substituted for additional missiles. Also, the F-16 can never carry Cluster Bombs or Napalm Bombs. Keep this in mind when selecting a plane for ground attack missions.

# GAME SCREEN DESCRIPTION

**SCORE** This is your current score.

**DAMAGE NEED** This shows how much damage your plane can take. It starts out green and turns red as your plane gets hit by missiles or bullets.

**MISSILES** This shows you how many missiles you have. A large missile graphic represents ten missiles.

**SPECIAL** If you have selected a special weapon, this shows you how many you have left.

**PROGRESS BAR** This shows how far through the mission you are. As you progress through the mission, the yellow bar turns black.

**YOUR PLANE** This is your plane, which is red if you are taking damage from enemy fire.

**SCOUT BARRON** This is the scout plane during scout missions. As you don't lose track of them, it points forward, left, right or backward.

**CROSSHAIR** This shows you where your guns are pointing. Use the crosshair to aim at targets with your gun.



# HINTS AND TIPS

**GOOD WEAPONS** Make good use of your guns, especially special targets that don't shoot back. Use missiles as a useful weapon as you can avoid their shots, or when there are too many targets to hit with guns. Note down if there are lots of trees or clumps of enemies so you can remember to take targets at Cluster Bombs next time. Slow down to hit targets, and speed up to avoid enemies.

**ALL WEAPONS** For scoring planes, fire your missiles early and lateral roll to avoid them. For scoring planes, get behind them with guns or missiles. If they get too far away they may outrun your missiles, so use afterburners to keep up.

**ALL PLANES** Use afterburner and roll banks to get behind enemy low planes. Use guns and missiles when you are behind them. Use lateral roll to avoid them, but if they are behind you. Doing ground missions, try to fire them into gushing hot mountains.

**SCORING WEAPONS** Bring the scout plane in view or get behind you. If you are too far away enemies can do a lot of damage to it. Try to kill enemies early before they have a chance to damage the scout plane. Be careful not to shoot the scout and be sure you stay alive for the whole mission!

**SPECIAL TARGETS** When you are given **CLUSTER** bombs, don't drop them until you get to your objective target and get the diamond below. You can also fire missiles at special targets, but guns won't do enough damage.

# NOTES

A black and white photograph of a hand with fingers spread, reaching towards the Atari logo. The hand is positioned in the upper right quadrant of the frame, with fingers pointing downwards and to the left. The background is dark and textured, possibly a wall or a surface. The Atari logo is located in the lower left corner of the image.

**ATARI**

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